

**61. VICTORY CONDITIONS (Unfinished Rule).** (v  
01.07.01)

- 1) 3 x SF victory points per month.
- 2) city capture is prorated per month until the end of the game (make chart to show points generated per month)
- 3) Isolated cities collect VPs at half the normal rate. Mark as isolated and collect (or subtract) the other half of the points when the city is captured or unisolated.
- 4) cities recaptured have points subtracted at prorated rate
- 5) isolated strength points are counted immediately at 3 VP per point.
- 6) elite strength points are counted immediately at 6 VP per point.
- 7) excess losses are counted at the end of the game at 3 VP per point
- 8) all countries saved RPs may be exchanged and subtracted from excess losses.
- 9) ??? Count real casualties for Allies in every combat and subtract special RPs, 1 VP per loss. (This is a test rule)

**END OF GAME**

- 10) Count Allied Casualties in the eliminated box
- 11) Count Allied Casualties in the isolated eliminated box
- 12) Subtract RPs in the pool from the casualties in the boxes.

**STRATEGIC RESERVES.**

- 13) Axis gain VPs in the above manner (per month until the end of the game) for having units in strategic reserve in Greater Germany. What should the RE count per point be?
- 14) A roll must be made to remove a unit from SR.
- 15) Allies and Soviets can do the same thing but the units must be in an active theatre.

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